

Audio::__impl::OpenAL
::RendererData

- + alDevice
- + alContext
- + loadedSounds
- + loadedSoundsReverse
- + meterDistance
- + dopplerFactor
- + dirty

- + lookupSound()
- + lookupSound()
- + addSound()
- + unloadSound()
- + unloadSounds()
- + openDevice()
- + closeDevice()
- + openContext()
- + commit()
- + suspend()
- + closeContext()
- + RendererData()
- + ~RendererData()